

# BUBBLE SHARK

BY TRADWARE

Juan Miguel Alonso Vicente  
Dolores Santiago Castillo  
Juan Carlos Soriano Martínez

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# 1. Workings and use

At the start of the game, we find the main menu with the two options of either playing or going directly to the credits.



Once we select the first one, level 1 will start (having a total of 12 different levels). The main objective of the game is to collect the different items while dodging or knocking down the obstacles and enemies found along the way.

So as to finish the level and go ahead, it will be necessary to collect the amount of fish requested at the beginning thereof.





If we are hit, an animation will follow up indicating that the game is over, so we will need to start the level over to continue playing. As the levels follow one another, the game difficulty increases, introducing new elements such as new obstacles or new enemies.

As for the use, to run the game we must:

- Run "shark.bin"

In order to compile the game, it will be necessary to use the GitHub repository at CPCTelera and access the slot development and pull down:

- Commit 00c3f8ef844bdcb647618ce9d315b878c27951a3

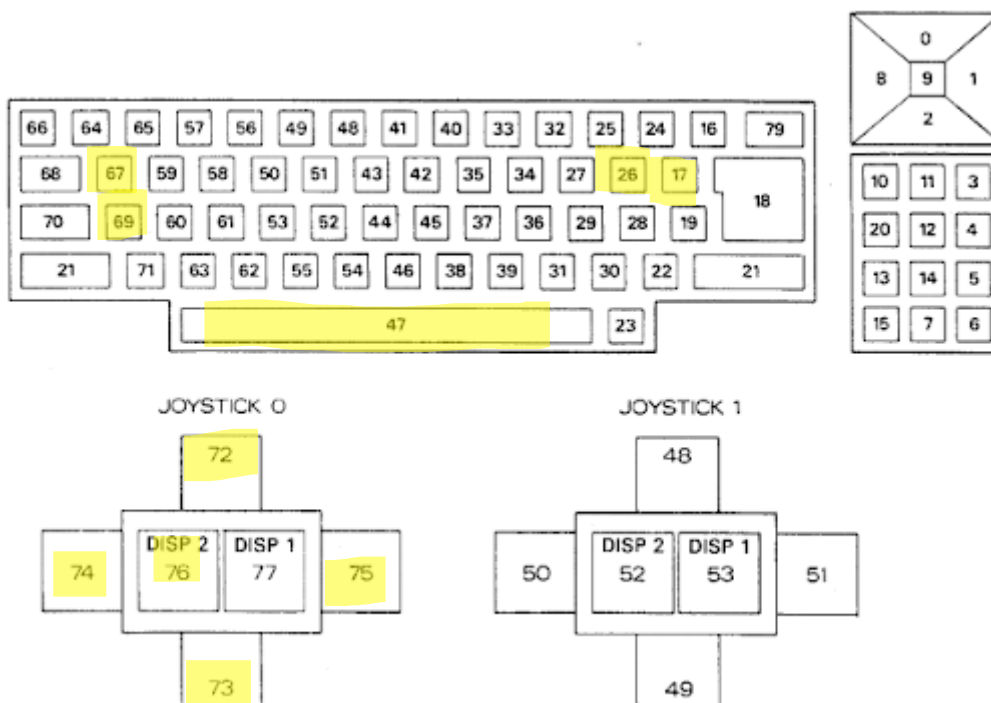
## 2. Control keys

The game controls are pretty easy and there are some different options of key use.

The first one consists in the use of the keys O & P to move left and right respectively, and Q & A to move up or down; using the space bar to shoot. The second one consists in using the Joy0 for the character movement and the left button to shoot.

For the main menu, the keys 1 & 2 are used to choose between the options therein.

In order to exit the game (causing it to be over) or to exit the credits, the key escape is used.



### 3. Story

The main story is quite simple. Bite, our main character, is a starving shark that travels the ocean in search of food. Owing to human presence, greater and greater in the marine ecosystem, Bite will have to face numerous challenges derived from it.

### 4. Prince of Persia Easter Egg

The Prince of Persia Easter Egg consists in an hourglass totally visible on the seafloor in each and every one of the 12 levels of the game.

